Mindscape Educational Software

Software that challenges the mind.

Rebus Writer

Teacher's Manual

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Software that challenges the mind.

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Introduction

Rebus Writer is a unique program in which players solve and/or make their own rebus puzzles. A rebus is a word, phrase, or sentence made up of pictures, symbols, letters, or numbers that suggest sounds or syllables. Players look at these symbols and then try to determine the famous saying, title, or common expression the symbols represent. The puzzles range in difficulty and sophistication from simple to quite complex; from familiar to obscure. They have been a popular form of puzzle for hundreds of years.

Rebus Writer transforms students into active learners by providing opportunities for students to invent and experiment with language sounds. The program is designed to challenge and sharpen students' inferential thinking skills and language skills. They must think inferentially to solve a puzzle. The puzzles also encourage the use of the dictionary and thesaurus as an extension of the thought processes used in the program. *Rebus Writer* makes vocabulary development a challenge, not a chore.

Rebus Writer is designed for students in grades 3 to 12. Younger students will be able to solve and make puzzles of small words and phrases, while older students will be challenged by the more difficult puzzles and will enjoy stumping their friends with puzzles they have created. With such a large variety of puzzles, as well as the ability to create new ones, *Rebus Writer* can be used over and over by all of your students.

Program Components

Each package contains a double-sided program disk, a backup disk, and a teacher's manual. The teacher's manual explains how the program works, identifies the program's features, provides additional ideas for activities, includes reproducible student activity sheets, and contains a SpeeDemo section. The SpeeDemo section provides quick instructions for loading and demonstrating the program to a class.

A printer is optional with the program. Without a printer, *Rebus Writer* is a fun-filled, effective teaching tool. With a printer, students and teachers can generate their own books of rebuses.

Structure of the Program

The disk contains over 350 rebus puzzles divided into five levels of difficulty. The division of puzzles is as follows:

76 problems in Level 1
66 problems in Level 2
63 problems in Level 3
77 problems in Level 4
73 problems in Level 5

The program has two major sections. In the PLAY section, players are offered either puzzles in the five levels of difficulty or puzzles made by other players. Once players have selected a level, they are presented with a rebus. Players type in the written equivalent of the pictorial representation. The typed answer is analyzed by the program, and those elements that are correct are retained and positioned where they belong on the answer line. Incorrect elements are disregarded.

The MAKE YOUR OWN section offers players a number of tools with which to construct rebus problems that can be saved and played on the disk or printed out in rebus puzzle books. One of these tools is a "Pictionary," which consists of over 300 small pictures representing various sounds and words. Players can scroll through the pictures on the disk and select those they wish to cut and paste into their own rebus.

Another tool at the disposal of the player is the DRAW option. With this option, players can add their own drawings to the Pictionary. Artwork can be entered into the computer via a Koala Pad, joystick, mouse, or keyboard. Each drawing becomes part of the Pictionary. Players can add over one hundred of their own pictures to the Pictionary.

Educational Philosophy

Rebus Writer is designed to create an environment in which, as players gain expertise in the game, they come to an intuitive understanding that there is a relationship between sounds and their written symbols. For that reason, *Rebus Writer* does not contain a timekeeper, does not keep score, does not record the "progress" of the user, nor does it contain any other features that detract from the game environment.

The criteria used to select the problems for each level build upon the concept that there is a relationship between sounds and their written symbols. Level 1 contains rebuses that consist of mostly one-syllable words that are used in beginning reading and phonics lessons. The words contain common digraphs and diphthongs with one icon or a single consonant with an icon. Level 1 also focuses on beginning spelling skills and utilizes the repetition of sounds and icons.

Level 2 contains rebuses of compound and multi-syllable words and includes beginning homonyms. Level 2 also introduces more icons than Level 1 and includes more than one puzzle with the same solution. Level 2 again utilizes the repetition of sounds and icons.

In Level 3, the rebuses are made of short phrases that use words primarily from Levels 1 and 2. These rebuses consist of phrases in which the sound/symbol relationships are almost exact. Also, the symbols *&* and *@* are introduced, as well as the concept of overlapping syllables (where a single icon represents sounds in the preceding and succeeding words).

Level 4 consists of rebuses made of longer phrases, which include icons that represent more than one syllable or word. Level 4 also introduces double-picture representations (*auto* and *car* use the same icon).

In Level 5, icons represent less than or more than one syllable or word. There is also higher content, more difficult spelling, and the sound/symbol relationships are less exact.

The puzzles in the program are based on the similarity of sounds in the English language and are not meant to represent exact sound/symbol relationships. Every attempt has been made to include a wide range of puzzles that challenge and intrigue players, as well as provide a large variety of rebus models. Some puzzles were selected because they will evoke a smile from the player. It is assumed that there will be some puzzles that the player cannot solve or will not understand. As in life, not all problems can be solved or appreciated at any one given time. Players who come back to unsolved puzzles may discover that individual personal growth or increased experience will provide increased comprehension and satisfaction.

Mindscape Philosophy

Mindscape's Educational Division combines a tradition of educational experience with a dedication to meeting today's demand for new approaches to education. The result is innovative computer software for schools and homes that fully utilizes the computer to make serious learning rewarding for students.

Educational Objectives

Rebus Writer is a learning and teaching tool that will

- help students develop inferential-thinking skills
- improve problem-solving skills
- enhance language arts and vocabulary skills
- encourage the use of a dictionary
- encourage the use of a thesaurus
- encourage students to exercise their imagination

Features

Rebus Writer offers many special features:

Comprehensive practice in thinking, language, and vocabulary skills.

Supports and enhances the language arts curriculum, but is versatile enough to be used in many different subject areas.

Randomization of the sequence of rebuses, making the program different each time that it is used.

Five different levels of difficulty and the ability to add your own rebuses insures that the program serves a variety of academic levels.

Flexible enough to integrate with other instructional materials.

Holds youngsters' interest, motivates repeated use, and makes learning fun.

Additional rebuses can be added and modified.

Easy-to-use program design so that even the inexperienced computer user can use the program with no training.

Print-out capability that enables teachers and students to obtain printed copies of their rebuses.

Constructive feedback after all responses. First, the player's answer is analyzed by the program. Then, those elements that are correct are positioned where they belong on the answer line. Finally, incorrect elements are disregarded.

Fail-safe design that allows the program to continue operating even if students press the wrong keys on the keyboard.

Additional pictures can be added to the pictionary.

Optional sound effects that add interest and excitement to the learning experience. However, in situations where these sound effects might be distracting to other students, the sound can easily be turned off.

Using the Program

This section contains tips for using *Rebus Writer* with different computer arrangements and directions for how to use the program. You won't have any problems generating interest for the program among your students. In fact, once you have introduced your students to *Rebus Writer,* you may have trouble keeping them away from the computer!

Loading

Before loading the program you may wish to make a copy of Side 2, the Pictionary. Side 2 can be copied onto a blank disk with any copying program. It can be used if you have two disk drives or kept for archival purposes.

If you have one disk drive, insert Side 1, with the label facing up, into the disk drive. Close the disk drive door, and turn on the computer. After a short delay, the opening screens will appear. These will automatically be replaced with a message to insert the Pictionary in drive 1. Take the disk out, turn it over, and insert Side 2 (the Pictionary) in the drive. Close the drive door and press any key.

If you have two disk drives, insert Side 1 into drive 1 and the copy of the Pictionary (Side 2) into drive 2.

As the computer is booting, it is possible to take shortcuts to various sections of the program by pressing the keys as follows:

D to go to DRAW
P to go to PLAY
R to go to PRINT
ESC to go to SET UP

The first time that you use the program, the SET UP section will automatically appear on the screen. Use this section to provide information about your computer system.

On the SET UP screen, you will be presented with the following choices:

Number of disk drives (1 or 2)
Cursor movement (Mouse, Keyboard, Joystick, Koala Pad)
Sound (Yes or No)
Printer *Rebus Writer* works with over forty-five popular printers. Choose your printer from the list. Some of these printers require special hardware or certain switch settings before they can print graphics. Check with your printer manual to insure the proper settings.
Add linefeed (Yes or No) *Rebus Writer* comes preset, so you may not have to set this option. Some printers have built-in linefeeds (paper scrolling) when the print head reaches the end of a line. If your printouts fail to scroll after each line is printed, choose "yes." If your pictures "double-space" with gaps after each line, choose "no."
Printer card *Rebus Writer* works with over fifty interface cards. Choose your interface card from the list.

Printer slot (1, 2, 3, 4, 5, or 6) The traditional slot for your printer is 1.
Done (Save as shown, More changes, or Revert to previous settings) Once you select this option, the settings displayed on the screen will be saved, and you will be returned to the menu screen.

Use the Up and Down Arrow keys or the Return key to move to the next line without changing the selection. Use the space bar or Right and Left Arrow keys to change the selection on a line.

Cursor Movement

The shape of the cursor will change, depending on its position on the screen and its location in the program. Generally, the cursor is an arrow and is used to point to and select menu options. Occasionally it is an I-bar (when in the workspace of the MAKE YOUR OWN section), a pencil eraser (when erasing pictures in the MAKE YOUR OWN section or erasing parts of pictures in DRAW), a pencil (in the box in the DRAW section), or a flashing underline (when entering text).

The cursor movement is different depending on which computer you are using and whether you are using a mouse, keyboard, joystick, or Koala Pad. The best tool to use with this program is the mouse. To select an option, move the cursor by moving the mouse on a clean, flat surface until the cursor reaches the option you want. Press the mouse button and then release the button. This is called "clicking the mouse." If you are using a Koala Pad, apply pressure to the tablet's surface to move the cursor. Use button 1 to select. If using the joystick, move the joystick up, down, left, and right to move the cursor. Press button 1 to select. If you are using the keyboard, use the Up, Down, Right, and Left Arrow keys to move the cursor. On an Apple //+, you can use the CONTROL-K to move up, CONTROL-J to move down, the Right and Left Arrow keys or CONTROL-H and CONTROL-U to move right and left.

NOTE: For explanation purposes, this manual will assume that you are working on a keyboard. If you are using a joystick, mouse, or Koala Pad, you can usually press the "click" button whenever the operating instructions say to press RETURN. (Sometimes it may be necessary to use the "click" button and press RETURN.)

Letter/Sound Relationships

The upper-case letters that are in the Pictionary are pronounced by their alphabetic name. In other words, they say their name (i.e., A = aee, B = bee, etc). The letters typed from the keyboard go together to make sounds. For example, the letters *ing* are combined to make the sound that rhymes with *bring* or *ring*.

Working with the Rebuses

These are the menu options that appear at the top of the screen.

PLAY
MAKE YOUR OWN
DRAW
PRINT

PLAY

PLAY is the central section that provides access to all other parts of the program. The menu appears above the line over the workspace. You will be presented with a randomly-selected puzzle from Level 1 immediately upon entering the PLAY section. Study the puzzle and then type in a solution. If the solution is correct, the word *RIGHT!* will flash on the screen.

If the solution is not completely correct, but contains some correct letters, the correct letters appear in their places along with one underlined space for each unguessed letter. Blank spaces are placed between words. Use the space bar or the Right Arrow key to move from one unguessed letter-space to another, and type in the correct letters. Use the Left Arrow key to perform the same action from left to right. Press RETURN to insert correctly-guessed letters.

If you place the cursor over a picture and press RETURN, you will be provided with a hint. The picture will be replaced by the correct spelling of the picture along with the phonetic spelling. On Levels 1 and 2 the picture will reappear after six seconds. On Level 3 it will reappear after four seconds, and on Levels 4 and 5 the picture will reappear after three seconds.

Once you have guessed the solution to a puzzle or wish to change to another puzzle, move the cursor to NEW PUZZLE on the menu and press RETURN. Another random puzzle in the same difficulty level will appear on the screen. New puzzles can be selected at any time. The puzzle on the screen does not have to be completed.

There are five different levels of rebus puzzles in the program. The puzzles range in difficulty from very easy to very difficult. They can be supplemented by puzzles added by other players. When beginning, the program always starts at Level 1.To change the level of the puzzles or to play the puzzles made by others, move the cursor to the word *Difficulty* and press RETURN. Then type the number in front of the level you wish to work on.

Selecting "Go to MAKE YOUR OWN" will bring you to the section of the program where you can create and print your own rebus puzzles. Selecting EXIT will allow you to exit the program and reboot the computer. HELP screens are also available to briefly explain how to use the PLAY section of the program.

MAKE YOUR OWN

In this section, you can create your own rebuses and print them or store them on the disk for others to play. Approximately 100 puzzles can be stored on the disk, depending on the number of pictures used in each puzzle.

The area below the menu line is the workspace where the rebus puzzles can be made. The cursor is either an I-bar or an arrow. Use the arrow cursor either to select options from the menu that is above the line or to move pictures that are below the line. Once a picture is in position, press RETURN. Use the I-bar to enter text. Press RETURN to set the cursor, and then type in your text. Press RETURN once again. The letters can then be picked up and moved around the screen. The typed letters also erase like a picture.

You can get to the Pictionary from either the MAKE YOUR OWN or DRAW menus. Move the cursor to the word *Pictionary* and press RETURN. The Pictionary will come on the screen in a few moments. As the arrow cursor is moved over the pictures in the Pictionary, the name of each drawing is displayed, as well as its phonetic spelling. All the pictures are arranged in alphabetical order. Additional pictures can be viewed in several ways. Move the arrow cursor to the Up or Down arrow appearing just above the line and press RETURN. This will bring one more line of pictures into view. (If you are using a mouse, joystick, or Koala Pad, the up or down arrow from the keyboard can be used to accomplish the same thing.) The fastest way to move around the Pictionary, however, is to move the cursor to the area where the letters *A - Z* appear, and simply type the first letter of the picture you are looking for. The Pictionary will jump to the section containing pictures that begin with the typed letter.

Clicking on a picture or pressing RETURN will take you back, with the picture in tow, to the MAKE YOUR OWN or DRAW sections. Any picture can be selected by clicking the mouse or joystick button, or by pressing RETURN. While in the Pictionary, selecting MAKE YOUR OWN will return you to that section of the program.

Choose HELP for information on how to move around and select pictures while in the Pictionary.

Selecting the word *LOAD* will allow you to continue working on an uncompleted rebus or to modify an existing one. The rebuses that are on the disk when you purchased it cannot be added to or modified. You can only make changes or continue working on rebuses made by players.

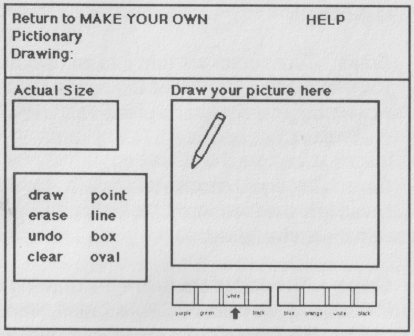
When your rebus is complete, or if you want to stop working and complete it at another time, choose the word *SOLUTION* from the menu and type in a solution. The solution is also the name of the rebus. Now choose the word *SAVE* from the menu. A message will appear on the screen telling you to type your initials. This will help you identify the rebus later. Type your initials and press RETURN. The rebus on the screen will then be saved to the disk.

DRAW

Select DRAW to draw and save additional pictures that can be added to the Pictionary or to modify pictures from the Pictionary. The mouse, joystick, or Koala Pad is recommended for this section. However, the keyboard can also be used.

NOTE: Be sure to draw any pictures you need before you begin working on a rebus. If you go to the DRAW section while you are working on a rebus, your rebus will be deleted.

There are several basic tools available to help you create pictures. These tools will allow you to create boxes, lines, rectangles, ovals, circles, and make freehand drawings. They are as follows:



Draw This tool allows freehand drawing. As you work in the "Draw your picture here" box, your picture is automatically redrawn in the "actual size" box at one fourth the size. Press RETURN (press the button/click the mouse) to begin drawing. Press RETURN again when you want to stop drawing or you want to move the cursor around the screen without leaving a trace.

Point Selecting this tool allows you to place a single point or dot every time you press RETURN.

Line Use this tool to draw straight lines. Move the cursor to a beginning point and press RETURN. Then move the cursor to the point where you would like the line to end, press RETURN, and the line will be drawn.

Box Use this option to draw boxes without drawing four separate lines. Move the cursor to the place where you would like one corner of the box to be and press RETURN. Then move the cursor to where you want the opposite corner, press RETURN again, and your box will be drawn.

Oval With this option you can draw ovals and circles. Pressing RETURN will set the corner of an imaginary box that contains the circle. Pressing RETURN again will set the opposite corner of the imaginary box and draw the circle. When using a keyboard, use the arrow keys to determine the size of the circle or oval.

Clear Use this option to wipe your screen clean and begin again.

Undo This will remove the last thing that you put on the screen or will let you take back whatever you did last.

Pictionary Selecting this option will take you to the Pictionary so that you can bring back a picture to continue working on it or to modify it.

Erase Your cursor will turn into an upside down pencil when you choose this tool. Move the cursor to the spot where you wish to begin erasing and press RETURN. You can continue erasing until you press RETURN again.

Save Once you choose this option, the current picture will be saved into the Pictionary. More than one picture may be saved with the same name.

Colors The colors are below the drawing box. They are the standard Apple colors - purple, green, white, black, blue, and orange. To select a color, press RETURN when the cursor is on the color you want. Then move to the spot where you wish to use the color and press RETURN. Erasing with a narrow eraser can be accomplished by "drawing" in black next to the color closest to the one you are erasing.

New Choosing this option will delete everything from the screen that you've done. The program will ask, "OK to erase what's on the screen? y/n." Press "Y" only if you have already saved the picture or if you no longer want to keep the picture.

PRINT

Use this section of the program to print out rebus puzzles created by players. **NOTE: It is not possible to print the original rebus puzzles that come with the program.** Puzzles are printed out double their size so that each puzzle occupies 1/2 of an 8 1/2″ x 11″ piece of paper. A title page and answer page are also printed. To make a booklet of puzzles, cut the pages in half and assemble them by number. Then staple them on the left side.

Save your rebus before going to the Print menu. If you choose to print before saving, your rebus will be deleted.

To print, place the cursor on the words *Title page* and press RETURN. The title page screen will appear, and you should type in your initials or class designation and press RETURN. Then place the cursor on the word *Print* and press RETURN. Next, choose "First Puzzle" from the menu and press RETURN. A list of puzzles created by players will appear. Move the cursor through the list. When the puzzle you want is highlighted, press RETURN once again. Selecting "Print" will print that puzzle. By selecting "Next Puzzle," another puzzle may then be selected and printed. This process may continue until all the puzzles you want have been selected and printed. The same puzzle may be printed more than once.

Different Computer Arrangements

Rebus Writer can be used as an effective, instructional package in a classroom with one or thirty computers. Here are some suggestions for different computer arrangements.

The best way to introduce the program to a class is to demonstrate it when the computer is attached to a large video monitor. Demonstrations should consist of two or more sessions. The first session should concentrate on how to use the PLAY section. Once students have had sufficient practice in solving rebus puzzles, another demonstration lesson should concentrate on how to use the MAKE YOUR OWN section. If a video screen is not available and there is only one computer, place the computer where it can easily be seen by the entire class.

If you have only one computer available, divide the class into small groups that will work together at the computer. *Rebus Writer* provides an excellent vehicle for brainstorming activities. Students working together in small groups can bounce ideas off of one another. While the group works together, you should encourage idea formation, vocabulary expansion, branching, etc. In addition to working together to solve the puzzles, each student can make his or her own book of rebus puzzles, or each student can add individual puzzles to a group book.

If your classroom has a large number of computers with one person per machine, then students can enter their own rebuses once they have become familiar with the program. Rebuses can then be printed out, duplicated, and distributed in a book for others to solve. The "Make Your Own Rebus Practice Sheets" can be found on page 23 in this manual. These sheets provide step-by-step practice activities to familiarize students with that part of the program. Reproduce and distribute them to those students who can work independently.

Provide ample time for the students to learn the mechanics of operating each section of the program. Make sure they know how to load the program, move the cursor, select an item, draw an original picture, and save their own work.

Support Materials

Rebus Writer is versatile enough to be integrated into many curriculum areas. Below are some suggested applications for different curriculum areas. At the end of this manual you will also find reproducible activity sheets and a list of rebuses that players can make when they are at a loss to think up their own rebuses.

Reproducibles

If students are at a loss to think up their own rebus puzzles, give them a copy of "Suggestions for Rebuses" or "Suggestions for More Rebuses." On the first sheet, "Suggestions for Rebuses," players will find all of the needed pictures in the Pictionary. On the second sheet, "Suggestions for More Rebuses," players must draw at least one picture to make each rebus puzzle.

The reproducibles titled "Make Your Own Rebus Practice Sheets" provide step-by-step activities to familiarize students with the main tools in that part of the program. Each activity sheet can be completed within a twenty to thirty minute period. When students complete these activities, they should be able to make their own rebuses, either with pictures they've drawn or with pictures from the Pictionary. These sheets are recommended for mature students who can work independently. The other activity sheets can be used with your own lesson plans or to complement the suggested activities listed below.

Suggested Activities

LANGUAGE ARTS

- *Symbols* This activity is designed to help students interpret information and directions that are presented in nonverbal symbols.

  On the chalkboard, draw several common symbols that students can easily recognize (plus sign, minus sign, RX sign, SOS, music note, dollar sign). Discuss what they mean. What are they? (Symbols that stand for something else.) How do you know? Elicit examples of when and where the students have seen these symbols and list them (a wedding ring, the letters MD on a license plate, work clothes, traffic signs on the streets, astrology signs, mathematical symbols, religious symbols, red cross, dove, skull & crossbones, etc.). Are there school-team symbols? How does advertising use symbols? (Suggest examples, such as a lion to show strength, a kitten to show softness, product trademarks and symbols like a little girl holding an umbrella to illustrate salt will pour, or a running greyhound to identify a bus company.)

Discuss why it is sometimes necessary to use signs and symbols instead of written words. (People from different countries can understand them without knowing the language.) Why would these symbols be necessary? (To show people where to go, what to do, and how to stay out of danger.)

Using *Rebus Writer,* the class can make up their own symbols to give simple directions for the classroom, such as

spelling test today
stand in place
look at the board
no chewing gum

As a follow-up activity, have the students use Rebus Writer to create a class symbol. Make a large banner out of oaktag or felt and decorate it with the different class symbols.

- *Famous Sayings* Many monthly calendars, particularly those in magazines designed for teachers and students, contain famous sayings written in the squares for the days of the week. Clip the famous sayings and mount them on 5" x 8" index cards. Distribute them to your students. Have them use *Rebus Writer* to make a book of famous sayings.

- *Tongue Twisters* "Rebus" is a game where players try to make up the longest possible rebus in which every word begins with the same letter. Students should have dictionaries available for reference.

- *Poetry Writing - Haiku* A haiku is an unrhymed poem that consists of seventeen syllables. It has three lines. The first and last lines have five syllables and the middle line has seven syllables. A haiku is usually written about nature — seasons of the year, animals, etc. — and is about just one thing. Haiku is a Japanese poetry form. Read several haikus aloud to the class or distribute activity sheet #2. Work with the students to compose a class haiku at the chalkboard. Then have the students write their own original haiku using *Rebus Writer.* The rebus haikus can be displayed on a large oaktag cutout of a sun, an insect, or something else related to nature.

- *Idioms* Put these sentences on the chalkboard:

  Hold your tongue.
  I'll keep my eye on you.
  I can't make head or tails of my math.

  Ask students to read the sentences and explain what they mean. Explain that these are idioms. Discuss why foreigners would have difficulty understanding idioms. Elicit a list of idioms from students.

Duplicate and distribute activity sheet #3. Once students have completed the activity sheet, have them use *Rebus Writer* to illustrate the literal meaning of one of the idioms. Then ask the other students to guess them.

- *Health and Safety - Safety Slogans* This activity is designed to help students understand what a slogan is, why slogans are used, and how to become familiar with safety slogans.

  Write the following slogans on the chalkboard or on a chart:

  1. Diet Coke: Just for the fun of it!
  2. Two scoops of raisins.
  3. Double your pleasure; double your fun!
  4. Cross at the green and not in-between.
  5. Buckle up for safety.
  6. Don't take candy from strangers.
  7. Remember the Alamo!

  Ask the students where they have heard these before. Explain that all the sentences are slogans. Elicit a definition of a slogan. (A short, catchy way to remember something, a war-cry, a motto, a fun way to remember something.)

  Ask why slogans are written. (They are fun. They teach you. They sell a product. They rally you to a cause.) Discuss what the slogans on the chalkboard are trying to sell and what they are trying to teach. Ask students for other safety slogans they have heard and list them on the chalkboard.

  Duplicate and distribute activity sheet #4 or make up your own slogans for review. After the sheet is completed, have the students choose a safety slogan or make up one that relates to school. Let them use *Rebus Writer* to make a book of rebus school-safety slogans. The slogans can be duplicated and displayed around the classroom and school.

ART

- *Holidays* For Valentine's Day have the students list expressions that have the word "heart" in them, such as "Have a heart" or "Let me call you sweetheart." The children can illustrate the expressions with *Rebus Writer* and then paste their "heart rebus" on a red heart or use the rebus to decorate their Valentine's Day cards.

SOCIAL STUDIES

- *Pictographs of China* Choose a student to find China on a map or globe. Compare the large area of China to other countries, such as England, Ireland, France, and Israel. (China is 3,769,000 square miles.)

Explain that for hundreds of years China had been made up of warring feudal states. The people in each state spoke their own dialect. When the country was united, the First Emperor ordered the people to use a set of pictographs for their written language. The pictographs were symbols or pictures that represented objects or ideas. These pictographs could be recognized by everyone.

Draw some pictographs on the chalkboard like these:

stream horse door

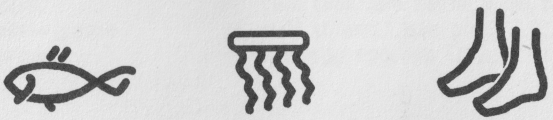
Compare pictographs with signs that we see regularly (traffic signs, restrooms, first aid). Compare pictographs with rebuses.

Have the students pretend that a young child is visiting from China. The child does not speak our language. Elicit a list of the first things they would want to tell the child. The list can be humorous (directions to the nearest McDonald's, or "Don't park your rickshaw in front of a fire hydrant"). Have them prepare a rebus with a message for the child. Mount the rebus messages on a large map of the world or China.

- *Hieroglyphics of Egypt* A similar lesson to the one on pictographs of China can be done on the hieroglyphics of Egypt.

One of the earliest forms of writing was hieroglyphics. *Hieroglyphics* means "holy carving." This name was used because most of the early writing of the Egyptians was carved into the stone work of temples and tombs.

In hieroglyphics, objects or concepts were represented by pictures or symbols. Here are some examples:



fish rain, storm to walk, stand

In hieroglyphics, some symbols represented spoken sounds. For example, a mouth was represented with the picture of a set of lips, which was pronounced "RA." This symbol then also became the symbol for the letter *R*.

Use *Rebus Writer* to make one-line messages that are similar to hieroglyphics. These can be mounted on oaktag that is painted to look like stone walls.

EARLY LEARNING ACTIVITIES

- *Writing* *Rebus Writer* is a wonderful tool to help turn young learners, who are still learning how to form letters, into enthusiastic writers. Teach the youngsters how to use the MAKE YOUR OWN section of the program. Introduce them to the keyboard and the Pictionary. They need not learn where the letters are on the keyboard, just how to type a letter. Every day have the youngsters "write" a sentence that consists of pictures and letters. Print out and display each child's sentence. The goal is to encourage writing.

- *Reading* Prepare simple rebuses that include words and pictures that students can read each day. It will be much easier for youngsters to read sentences that consist of pictures and words.

Suggestions for Rebuses

Here are some rebus puzzles that you can make. All of the pictures can be found in the Pictionary.

Level 1

bark	bar, k
face	f, ace
pond	p, on, d
ski	s, key
spit	s, pit

Level 2

bagpipes	bag, p, eye, p, s
cupboard	cup, b, oar, d
pancake	pan, cake
sawmill	saw, mill
sunrise	sun, r, eye, eye, eye

Level 3

Arkansas	ark, can, saw
Bette Midler	bed, mitt, ler
diamond ring	dime, hand, ring
lucky horseshoe	lock, key, horse, shoe
The Grand Canyon	the, grr, and, can, yawn

Level 4

"Cagney and Lacey"	k, egg, knee, ant, lei, c
Epcot Center	ep, cot, cent, tar
I can feel it in my bones.	eye, can, f, eel, it, inn, m, eye, bow, nz
Sincerely yours,	cent, cent, cent, ear, lei, y, oar, oar, oar
Use some elbow grease.	U, U, U, sum, l, bow, grr, E, E, E
Well, excuse me!	well, egg, egg, egg, Q, Q, Q, mi

Level 5

African violets	1/2, frog, can, v, aisle, its
Bjorn Borg	B, yawn, boar, g
The Miss America Pageant	thumb, is, A, mirror, k, pad, chin, t
Weird Al Yankovic	w, ear, doll, y, anchor, vik
You're cute when you're angry.	y, oar, Q, t, 1, y, oar, anchor, E

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Suggestions for More Rebuses

Here are some more rebus puzzles that you can make. Use the DRAW section to make the pictures that have an asterisk (*) in front of them. Those pictures are not in the Pictionary.

Level 1

flip	f, *lip
grows	g, *rose
rainy	*rain, E
spot	s, *pot
towel	t, *owl

Level 2

bookworm	*book, w, arm
catfish	cat, *fish
farmhouse	f, arm, *house
penmanship	pen, man, *ship
rattlesnake	*rat, l, *snake

Level 3

birthday party	b, earth, day, *part, tea
chocolate chip cookie	jaw, k, lid, *hip, cook, key
"Kate and Allie"	k, 8, ant, *alley
Little Jack Horner	lid, l, jack, *horn, er
soap and water	sew, pan, w, *otter

Level 4

After a while, crocodile.	1/2, deer, O, aisle, k, *rocket, dial
It's just a matter of time.	its, *jester, mat door, of, dime
maple syrup	m, ape, awl, C, *rope
Monopoly	moon, *knob, pulley
What a good boy am I!	water, g, hood, *bouy, M, eye

Level 5

civil service exam	*sieve, hill, sir, *fez, egg, egg, egg, ham
Dolly Parton	doll, E, *pot, ton
I have a sneaking suspicion.	eye, 1/2, ace, knee, king, saw, saw, saw, *pigeon
the silent treatment	the, s, *island, tree, t, man, man, man, t
"The Sorcerer's Apprentice"	the, *saucer, horse, apron, t, i, s

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Make Your Own Rebus Practice Sheet 1

In this activity you will learn how to make your own rebus using a picture from the Pictionary.

1. Load *Rebus Writer* into the computer. If you need help, ask your teacher. Once the program disk has been loaded, you will see the *Rebus Writer* PLAY menu on the screen.

2. A puzzle will be below the line. Move your arrow cursor to the words "MAKE YOUR OWN" and press RETURN. **NOTE: IF YOU ARE USING A JOYSTICK OR MOUSE, PRESS THE BUTTON WHENEVER THESE INSTRUCTIONS SAY TO PRESS RETURN.** (If you have one disk drive, follow the directions on the screen until the correct disk is in the drive.)

3. A new menu will appear and the cursor will be in the workspace. Move the cursor on top of the word "Solution" and press RETURN.

4. The rebus puzzle that you are going to make is "bark." This will be the answer to the puzzle. Type in the word "bark" and press RETURN.

5. Think of the individual sounds in the word "bark" — "bar" and "k." You are going to find a picture to represent the sound "bar."

6. Move the cursor to the word "Pictionary" and press RETURN. The Pictionary menu will appear on the screen when the light on the disk drive goes off. Three rows of pictures from the Pictionary will be in the workspace. Move the cursor up and down to some of the pictures, and you will see how each picture's name and phonetic spelling will appear above the line when the cursor is on a picture.

7. Move the cursor above the line to the "A — Z" symbol that is on the right hand side of the screen and type "b." That is the quickest way to get to the pictures that start with the sound of "b."

8. Find the picture of the "bar." It is the first picture on the third line. Move the cursor to the picture and press RETURN. If you press RETURN when your cursor is on a picture, you will be choosing that picture for your rebus.

9. You will now leave the Pictionary and return to the MAKE YOUR OWN screen. The picture that stands for "bar" is in the workspace.

10. Move your cursor up and down and to the right and left. Your picture moves as you move the cursor. When your picture is where you want it to be, press RETURN.

11. Now you are ready to type in the letter "k." Move the cursor to the right of the picture and it will turn into an "I." When the cursor is where you want it, press RETURN again. The cursor will become a flashing line. Then press the Shift key and the Plus Sign key at the same time and the plus sign will appear. Now type the letter "k" and press RETURN again.

12. You are ready to save your rebus. Move the cursor to the word "Save" and press RETURN. A message will appear in the middle of the screen asking you to type your initials. Type your initials and press RETURN. When the red light on the disk drive goes off, your rebus will be saved.

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Make Your Own Rebus Practice Sheet 2

In this activity you will learn how to draw straight lines and boxes with *Rebus Writer.*

1. Load the *Rebus Writer* program into the computer and go to the MAKE YOUR OWN section of the program.

2. Move your cursor above the line to the word "Draw" and press RETURN. **NOTE: IF YOU ARE USING A JOYSTICK OR MOUSE, PRESS THE BUTTON WHENEVER THESE INSTRUCTIONS SAY TO PRESS RETURN.** The message, "Are you sure you want to erase this?" will appear in the middle of the workspace.

   That message is there to protect you. If you had already started to work on your rebus and then decided to draw a picture, the work that you did would be erased. When you begin to work on a rebus, think about what you will need. See if all the pictures you want to use are in the Pictionary. If they are not, draw your pictures before you start working on the rebus.

   Type "Y" and wait for a new menu screen to appear.

3. You will draw in the larger box titled "Draw your picture here." The small box that has "Actual size" written above it will show you how big the picture will be when it is added to the Pictionary.

4. Move the cursor to the word "line" that is in the box on the lower left side of the screen. Once the cursor is on top of the word "line," press RETURN. The word will be highlighted.

5. Move the cursor to the "Draw your picture here" box. Put the cursor anywhere inside the box and press RETURN. The cursor will be a pencil now. Move your cursor to another place inside the box and press RETURN. A line has now been drawn that begins at the first spot where you placed the cursor and ends at the second spot.

6. Delete this line by moving the cursor to the word "Undo," and pressing RETURN. The line will automatically disappear. "Undo" will remove the last thing that you put on the screen.

7. Move your cursor back to the "Draw your picture here" box and practice drawing a few more lines.

8. When you have finished, place your cursor on the word "Clear" and press RETURN. The entire screen will be wiped clean. All the lines you drew will be gone.

9. Watch what happens now. Move your cursor back to the word "Undo" and press RETURN. Your lines will come back. "Clear" wipes the whole screen clean. "Undo" lets you take back whatever you did last.

10. Wipe the screen clean. If you are not sure how to do this, reread step 8.

11. There are two ways to draw boxes. The first way is to draw four lines that go together to make a box. The second and easier way is to move your cursor to the word "box." Once your cursor is on top of the word, press RETURN.

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12. Move your cursor back to the "Draw your picture here" box. If you are using a keyboard, move your cursor to the middle of the box and press RETURN. Press the Right Arrow key. Now press the Down Arrow key and watch what happens. The box will get bigger each time you press the key. Now press the Up Arrow key. Press RETURN when the box is the size that you want. Try making two or three more boxes. Experiment and use all four arrow keys. If you are using a mouse, joystick, or koala pad, place the pencil where you want the box to start, and press the button. Finally, move the box to where you want it to be and press the button again to set it.

13. When you have finished practicing, clear the screen.

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Make Your Own Rebus Practice Sheet 3

In this activity you will learn how to draw ovals, circles, points, and use DRAW.

1. Load the *Rebus Writer* program into the computer and go to the MAKE YOUR OWN section of the program.

2. Move the cursor to the word "Draw" and press RETURN. **NOTE: IF YOU ARE USING A JOYSTICK OR MOUSE, PRESS THE BUTTON WHENEVER THESE INSTRUCTIONS SAY TO PRESS RETURN.** When the message, "Are you sure you want to erase this?" appears, type "Y." The DRAW menu will now appear on the screen.

3. Move the cursor to the word "Point." It is in the box on the lower left side of the screen. Once the cursor is on top of the word, press RETURN. "Point" is now highlighted in the box.

4. Move the cursor back to the "Draw your picture here" box, place it anywhere, and press RETURN. Each time you do this, you place a single point or dot on the screen. Move the cursor to another spot and press RETURN. Pretend it's raining and fill the box with dots.

5. Use "Clear" to wipe the drawing box clean.

6. Move the cursor to the word "Oval" and press RETURN. You can use this to draw circles and ovals. Move the cursor back to the large drawing box.

7. If you are using the keyboard, press RETURN when the cursor is inside the drawing box. Use the arrow keys to see what different-size circles and ovals you can make. When the circle is the way you want it, press RETURN again.

   If you are using a joystick, mouse, or Koala pad, pushing the button will set the corner of an imaginary box that contains the circle. Move to another spot and push the button a second time. This will set the opposite corner of the imaginary box and draw the circle.

8. Practice drawing circles and ovals of different sizes. When you are finished, wipe the drawing box clean.

9. "Draw" is a tool that you can use for freehand drawings. Move the cursor to the word "Draw" and press RETURN. Then move the cursor back to the drawing box.

10. If you are using a keyboard, move to the spot where you want to begin your picture and press RETURN. Use the four arrow keys to draw your picture. Press RETURN when you want to stop drawing or to move your cursor around the box without leaving a mark.

    If you are using a joystick, mouse, or Koala Pad, press the button to begin drawing. Release the button when you want to stop drawing or move the cursor around the screen without leaving a mark.

11. When you finish practicing, wipe the drawing box clean.

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Make Your Own Rebus Practice Sheet 4

In this activity you will learn how to change a picture in the Pictionary and then use that picture to make your own rebus.

1. Load *Rebus Writer* into the computer and go to the MAKE YOUR OWN section of the program. Now go to the DRAW menu. **NOTE: IF YOU ARE USING A JOYSTICK OR MOUSE, PRESS THE BUTTON WHENEVER THESE INSTRUCTIONS SAY TO PRESS RETURN.**

2. The rebus puzzle that you are going to make is "spot." It will be made up of three parts: the letter "s," the plus sign, and a picture of a pot.

3. Place the cursor on the word "Pictionary" and press RETURN.

4. Type "P" to move to the needed section of the Pictionary. Move your cursor until you come to the picture of the pan and press RETURN. You will now go back to the DRAW menu and the picture of the pan will be in the drawing box.

5. You are going to make the pan longer so that it looks like a pot. The first thing to do is erase the bottom of the pan. Move your cursor to the word "Erase" in the tool box and press RETURN.

6. Now move the pencil back to the drawing box. The pencil has turned upside down. Move the eraser part of the pencil to the bottom of the pan and press RETURN. Move the cursor over the bottom of the pan and erase it. Press RETURN once you've done this.

7. Choose the word "line" from the tool box and move the cursor back to the drawing box. Place the cursor on the bottom of one line going down and press RETURN. Now move the cursor down so that you are drawing a longer straight line. When the line is as long as you want it, press RETURN. You cannot draw outside of the drawing box.

8. Move to the other side of the pan and make the second line as long as the first line. Press RETURN when both lines are the same size.

9. Now draw a line connecting the two lines and press RETURN.

10. It's time to color the pot. Your choice of colors is below the drawing box. Move the cursor to the color of your choice and press RETURN. If your screen is black, don't choose black because it won't show up. Then move the cursor to the tool box and place it on the word "Draw" and press RETURN. Now put the cursor in the middle of the pot and press RETURN to begin coloring. When the pot is filled with color, press RETURN again.

11. Place your cursor on the word "Drawing" and press RETURN. Type the word "pot" and press RETURN. "Pot" will be the name for the new picture you've just created.

12. Move the cursor to the word "Save" and press RETURN. That picture will now be saved in the Pictionary. It will be in alphabetical order.

13. Go back to the MAKE YOUR OWN menu. Place the cursor in the workspace and press RETURN. Type the letter "s." Press the space bar two or three times and then hold down the Shift key and press the Plus Sign key at the same time. Press RETURN.

14. Go to the Pictionary. Move to the letters A — Z and type "P." Let's see if we can find your picture of the pot. It's not on the first screen. Move the cursor over to the down arrow next to the "Z" and press RETURN. The picture is still not on the screen. Press RETURN three more times. The picture of the pot should appear now. Move the cursor to the picture and press RETURN to take it back to the MAKE YOUR OWN menu.

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15. Place the picture to the right of the plus sign and press RETURN so that it will be stamped in place.

16. To save your rebus for others to play, move the cursor to the word "Solution" and press RETURN. Type the word "spot" and press RETURN. Now move to the word "Save" and press RETURN. When the message "Please enter your initials" appears, type your initials and press RETURN. Your rebus is now ready to by played by others.

17. Move the cursor to the word "New" and clear the screen.

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Activity Sheet 1 — Symbols

Name _____

What do each of these symbols mean?

_____

_____

_____

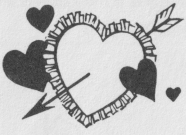
_____

What holidays do these symbols stand for?

_____

_____

_____



_____

A diagonal line drawn through a symbol means "No." Make these symbols mean "No _____."

Write 3 symbols that you might see in a math book.

_____ _____ _____

Write 3 symbols that you might see in an English book.

_____ _____ _____

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Activity Sheet 2 — Haiku

Name _____

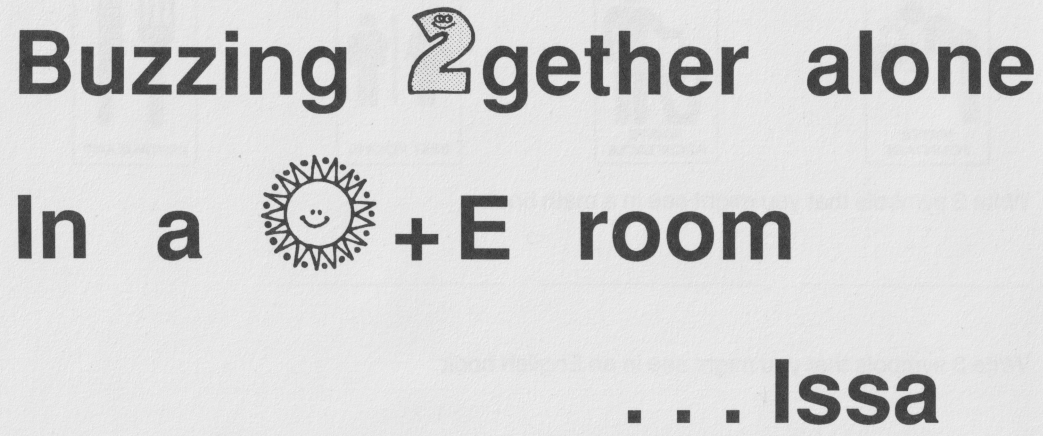
Below are four haikus. Choose two and use *Rebus Writer* to illustrate them. For practice, solve the rebus of the haiku found at the bottom of the page.

A discovery!
On my frog's smooth green belly
There sits no button.
...Yayo

Oh that summer moon!
It made me go wandering
Round the pond all night.
...Basho

Oh the tiny cry
Of a pitiful cricket
Caught in a hawk's beak!
...Ransetsu

Well hello down there --
Friend snail! When did you arrive
In such a hurry?
...Issa



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Activity Sheet 3 — Idioms

Name _____

What do the underlined words mean in each sentence? Write the meaning on the line below each sentence. Then choose one of these idioms and illustrate it with *Rebus Writer.*

1. I'll keep my eye on the baby while you are at the store.

   _____

2. She can really talk a blue streak.

   _____

3. Hold your tongue and don't answer back.

   _____

4. We have to be there in ten minutes, so shake a leg.

   _____

5. Let's head back to my house now.

   _____

6. I'm going to give Jim a piece of my mind.

   _____

7. I can't seem to get through to Sally.

   _____

8. Juan is all tied up now, so he can't come to the movies.

   _____

9. Don't spill the beans about what I've just told you.

   _____

10. I just heard the good news and I'm tickled pink.

    _____

11. I can't seem to zero in on the lesson today.

    _____

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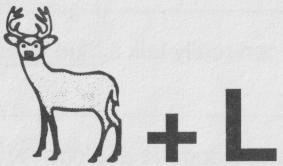
Activity Sheet 4

Name _____

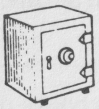
Complete each slogan with a rebus.

1. Play it _____.

2. Stay _____ on the bus.



3. _____ up for safety.



4. Don't play with _____.

5. Don't take candy from _____.

6. Always tie your _____.

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Answers to Activity Sheet 1 — Symbols

Name _____

What do each of these symbols mean?

telephone

restrooms

handicapped

restaurant

What holidays do these symbols stand for?

Thanksgiving

Lincoln's Birthday

Halloween

Valentine's Day

A diagonal line drawn through a symbol means "No." Make these symbols mean "No _____."

Write 3 symbols that you might see in a math book.

+	×	÷
(Answers	will	vary.)

Write 3 symbols that you might see in an English book.

?	;	!
(Answers	will	vary.)

Answers to Activity Sheet 2 — Haiku

Name _____

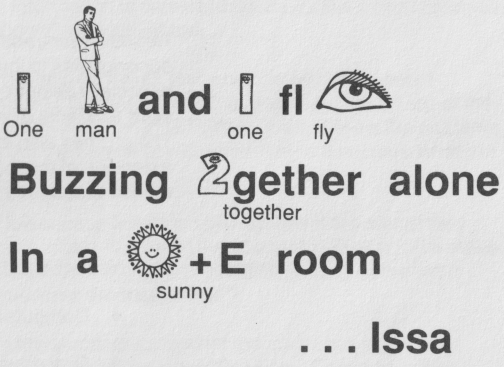
Below are four haikus. Choose two and use *Rebus Writer* to illustrate them. For practice, solve the rebus of the haiku found at the bottom of the page.

A discovery!
On my frog's smooth green belly
There sits no button.
...Yayo

Oh that summer moon!
It made me go wandering
Round the pond all night.
...Basho

Oh the tiny cry
Of a pitiful cricket
Caught in a hawk's beak!
...Ransetsu

Well hello down there --
Friend snail! When did you arrive
In such a hurry?
...Issa



Answers to Activity Sheet 3 — Idioms

Name _____

What do the underlined words mean in each sentence? Write the meaning on the line below each sentence. Then choose one of these idioms and illustrate it with *Rebus Writer.*

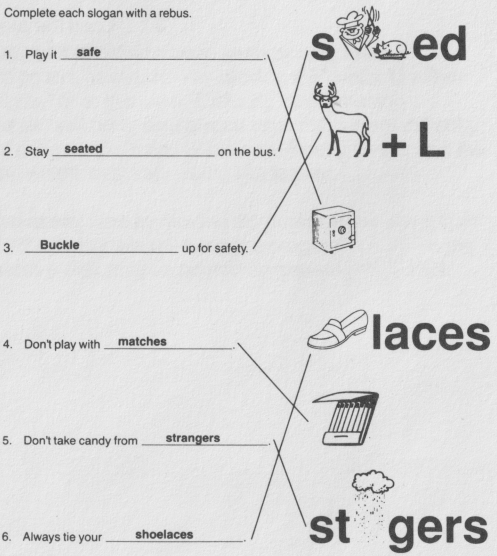
1. I'll keep my eye on the baby while you are at the store.
   watch
2. She can really talk a blue streak.
   a lot
3. Hold your tongue and don't answer back.
   don't talk
4. We have to be there in ten minutes, so shake a leg.
   hurry
5. Let's head back to my house now.
   return
6. I'm going to give Jim a piece of my mind.
   tell him what I think
7. I can't seem to get through to Sally.
   make oneself understood
8. Juan is all tied up now, so he can't come to the movies.
   busy
9. Don't spill the beans about what I've just told you.
   tell anyone
10. I just heard the good news and I'm tickled pink.
    very happy
11. I can't seem to zero in on the lesson today.
    focus

Answers to Activity Sheet 4

Name _____

Complete each slogan with a rebus.

1. Play it **safe**
2. Stay **seated** on the bus.
3. **Buckle** up for safety.
4. Don't play with **matches**.
5. Don't take candy from **strangers**.
6. Always tie your **shoelaces**.



SpeeDemo

Rebus Writer

Overview

Rebus Writer is a unique program in which players solve and/or make their own rebus puzzles. A rebus is a word, phrase, or sentence made up of pictures, symbols, letters, or numbers that suggest sounds or syllables. Players look at these symbols and then try to determine the famous saying, title, or common expression the symbols represent. The puzzles range in difficulty and sophistication from simple to quite complex; from familiar to obscure. They have been a popular form of puzzle for hundreds of years.

Rebus Writer transforms students into active learners by providing opportunities to invent and experiment with language sounds. It is especially designed to challenge and sharpen students' inferential thinking skills and language skills. They must think inferentially to solve the puzzle. The puzzles also encourage the use of the dictionary and thesaurus as an extension of the thought processes used in the program. *Rebus Writer* makes vocabulary development a challenge, not a chore.

To Begin

1. You will need the following:
   - Computer
   - Disk drive
   - Monitor or TV
2. Set up the equipment.
3. Load the program according to the instructions in this teacher's manual or on the reference card, if one is included in the package.

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To Demonstrate

1. When you have loaded the program into the computer, the title screens will appear followed by the SET UP screen.

2. Use the Return and the Arrow keys to select the correct settings for the computer you are using. Pressing RETURN will keep the setting as it is and move the cursor to the next line. If you wish to change a setting, press the Right or Left Arrow key until you come to the setting that you want. When all the information is correct press RETURN when the words "Done? Save as shown" are highlighted.

3. The PLAY screen will now come up, and a puzzle from the Level 1 Difficulty section will be displayed. Move the arrow until it is on top of the picture part of the rebus and press RETURN. This will show the students how they may find out the names of pictures if they are not sure what the pictures represent.

4. Next, explain how lower-case letters simply represent the sound they make and upper-case letters represent the sound that their names make (e.g., "b" represents the sound you hear at the beginning of the word "bag," while "B" represents the sound "bee").

5. Elicit guesses from the students as to what the first rebus is. As they guess, type in their answers by the word "Solution." Continue in this manner for several puzzles so that students may see how the program reacts when the solution is right, and how only correct letters will fill in certain spaces when the solution is wrong. When this happens, students should double-check the rebus and try to fill in the missing letters in the solution.

6. If a puzzle is too hard, or has already been seen by students, demonstrate how to go to a new puzzle by moving the cursor to either the words "New Puzzle," or to the word "Difficulty" and pressing RETURN. "New Puzzle" will bring up a puzzle from the current difficulty level. "Difficulty" will bring up the menu of the six difficulty levels, and the students can choose which level they would like to play.

7. You may stop playing at any time by moving the cursor to the word "Exit" and pressing RETURN. Doing this will bring the program credits on the screen, and then another disk may be booted by pressing RETURN.

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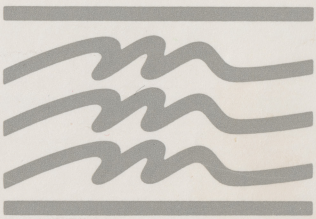
This disk contains a high-speed operating system called Diversi-DOS,™ which is licensed for use with this program only. To legally use Diversi-DOS with other programs, you may send $30 directly to: DSR, Inc., 34880 Bunker Hill, Farmington, MI, 48018; you will receive a Diversi-DOS disk with documentation.

Diskette Replacement Policy

For 9 months following the 90-day limited warranty period, you can replace defective diskettes at a cost of $10.00 per diskette. To replace a diskette:

- Enclose the defective diskette with a brief explanation of the problem
- Enclose a check or school purchase order for $10.00
- Send in protective packaging to:

Mindscape Educational Division Customer Service
Mindscape, Inc.
3444 Dundee Rd.
Northbrook, Illinois 60062



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